5: DEADLY ALIENS. ALIENS OF DEATH.

ALL THE STRANGE, STRANGE CREATURES

The universe is a vast place, and with the whole of space and time as your playground you're bound to encounter some less than hospitable forms of alien life. This chapter details some of the most common creatures, both hostile and friendly.

Of course, there isn't enough space here to cover every alien or adversary from the Doctor's adventures, never mind the hundreds of other races in the universe. This chapter is just going to cover the larger, more familiar races. Rules for other races and enemies, as well as creating your own adversaries, will be covered in greater detail in Aliens and Creatures and other future supplements.

WHERE'S THE ETERNAL DALEK?

If you're looking for a specific alien, you may not find them in here. We had to make some tough decisions to narrow down to the essential races that we'd cover in this book. The easiest way we could do it was to look at races as a whole, and ignore the specific characters. In the supplement(s) we'll cover these specific characters as well as cover the race's histories in more detail.

For example, we'll cover the New Paradigm Daleks here, but won't go into detail on the differences between the Supreme, Strategist, Scientist, Drone and Eternal. We'll also detail Silurians, but only those of the specific sub-species found in Wales and not any specific characters from that sub-species such as Eldane or Restac. If you need these specific characters in your game, feel free to use the generic stats for their races, though for major villains you may wish to 'up' their stats a little and give them few extra Story Points. Speaking of which...

VILLAINS HAVE STORY POINTS TOO...

In the write-ups for the various alien races, we've given some suggested Story Point pools for minor specific characters, like a Cyberleader, the Strategist Dalek or Francesco the Saturnynian. Major Villains will have more Story Points depending upon how powerful they are. For example, you could easily create the Supreme Dalek by using the basic Dalek template and maybe increasing the Ingenuity a little. However, the Supreme would also have far more Story Points than your average Dalek, probably between 8-12, and would use these to foil the characters and advance their plans in any way they can as well as to escape when they are defeated.

THE ATRAXI

In much the same way that the Judoon are intergalactic 'police-for-hire', the Atraxi are universal prison wardens.

An Atraxi's body is a large mass of rough crystal surrounding a single giant eye. They have elements of technology built into them, allowing them to monitor crimes and scan for information that may be relevant to their life-long jobs.

Across the universe, the Atraxi are in control of several 'extra-dimensional prisons', where prisoners are literally sealed between dimensions, in a place not unlike the Void. In this 'no-space' time has no meaning and prison sentences can feel as though they stretch on for eternity: the ultimate punishment for wrong-doers. Once imprisoned by the Atraxi, prisoners are rarely released. Their laws are harsh but fair, and all for the ultimate safety of the universe.

Ruthless and determined, Atraxi are born to serve in these prisons and will go to great lengths to ensure the continued incarceration of their captives. When Prisoner Zero escaped through a crack in time, the Atraxi followed. Unable to use the same crack through the universe they flew for 12 years through space until they located their ward on Earth.

Descending on the planet, they offered a simple resolution: Prisoner Zero would give itself up, or the Earth would be disintegrated to ensure the convict's destruction. This is perhaps harsh, but the Atraxi will stop at nothing to do their jobs well.

While their ways may seem extreme, the Atraxi really do exist for the good of the universe. There's no end to the villainy of those locked away in their vast prisons, just waiting for a chance of escape

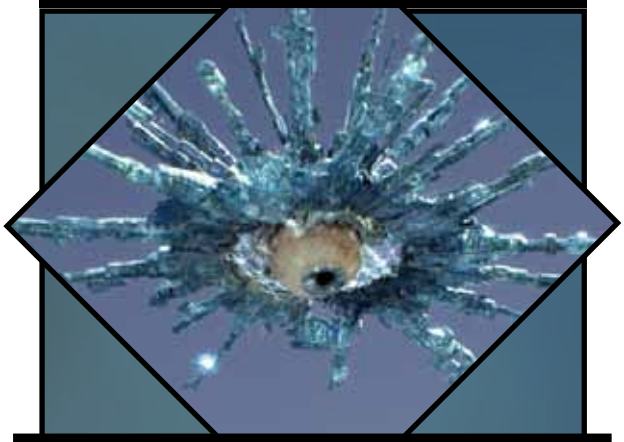
ATRAXI TECHNOLOGY

The Atraxi are able to take control of simple technology in order to 'Om-Com'; broadcasting messages through anything with a speaker. It was through this system that they announced their presence to the inhabitants of the Earth. They can also trace the origins of technological signals and alien technology, helping them to track their prey.

ATRAXI STARCAFT

Atraxi Starcraft are not only warp capable, but can cross dimensions as well. They also have weapons of extreme potency. They can seal off a planet's atmosphere, keeping anyone from leaving the surface and have no compunctions about incinerating an entire world to keep a single prisoner from escaping.

THE ATRAXI



AWARENESS	5	PRESENCE	5
COORDINATION	3	RESOLVE	6
INGENUITY	2	STRENGTH	6

SKILLS
Convince 4, Fighting 2, Marksman 2, Science 1, Survival 1, Technology 2, Transport 2

TRAITS
Alien, Environment (Minor-Space), Voice of Authority, ***Alien Appearance (Major), Distinctive, Obsession (Major-Detain Prisoners)***

WEAPONS & EQUIPMENT

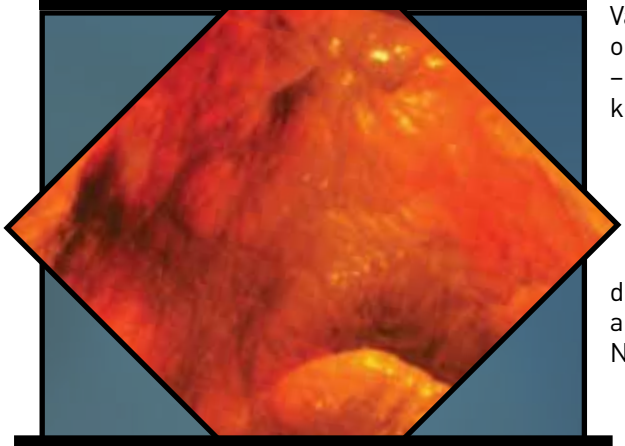
Om-Com (Major Gadget): Transmit, Scan x4, Restriction (Cannot detect multi-forms).

Warp-Ship (Special Gadget): Forcefield (Special-Can contain a whole world), Delete, Restriction (Cannot undelete)

STORY POINTS: 3 - 5

TECH LEVEL: 7

THE NESTENE



AWARENESS	3	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	5

SKILLS
Athletics 0, Convince 3, Fighting 2, Knowledge 6, Science 2

TRAITS
Alien, Fear Factor (1), Hypnosis (Major), Immunity (All Ballistic Weapons), Natural Weapons (Minor), Psychic, ***Alien Appearance (Major), Slow (Major)***

WEAPONS & EQUIPMENT

Tentacles	3 / **7** / 10

STORY POINTS: 8 - 10

TECH LEVEL: 7

THE NESTENE CONSCIOUSNESS

The Nestene is one of the oldest races in the universe, existing in the Dark Times with the Racnoss, Great Vampires and Carrionites. The Nestene is technically one huge mind, often known as a gestalt intelligence – where all of the race is linked into one hive mind, known as the Nestene Consciousness.

The Nestene first tried to invade Earth many years ago, arriving in hollow plastic meteorites and infiltrating a company called Auto Plastics, which manufactured the shells that look like shop window dummies. The name Auton comes from this company, and these deadly dummies were animated by the Nestene to do their bidding.

More recently, the Nestene Consciousness tried to invade Earth after its protein planets were destroyed in the Time War. Using warp-shunt technology to cross the vastness of space, the Consciousness saw Earth as ripe pickings due to its pollution, oil and smoke filled atmosphere – a perfect environment for the plastic creatures – and set about its plans for invasion.

The Nestene Consciousness itself has adopted the form of a tentacled cephalopod in the past as its 'invasion form', and in its last invasion attempt manifested as molten plastic in a huge vat under the banks of the Thames, using the London Eye as an antennae to control its forces. Whatever the form, it can produce tentacles to crush and bash its enemies.

In the past, the Doctor has managed to stop the Nestene invasion by creating a device that would interrupt the controlling signal from the Nestene to the Auton troops. More recently, the Doctor used a vial of 'anti-plastic' that put a stop to the Nestene's plans.

ANIMATED PLASTIC ITEMS

The Nestene Consciousness can animate inanimate items, as long as they are made out of plastic. Whether this is something as mundane as an inflatable chair, a plastic flower or a wheelie bin, they all can move of their own accord and attack the target selected by the Nestene. Animated items should have fairly similar Attributes, though the Gamemaster may adjust these depending upon the size of the item and its shape and forms of attack.

Most can produce simple tentacles to attack, and can become incredibly sticky and pliable. Some can even have small projectile weapons. Anything made entirely of plastic can be animated in this way... just imagine an army of little action figures marching to attack!

ANIMATED PLASTIC

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	1
INGENUITY	1	STRENGTH	3-6

SKILLS
Fighting 3, Marksman 1 (if it possess a projectile attack)

TRAITS
Armour (5), Natural Weapons (Minor or Major), Networked (Minor), ***Weakness (Major-Signal Cutoff)***

WEAPONS & EQUIPMENT
The item may have one or both of the following:

Physical Attack	2-4 / **5-8** / 7-12
Ranged Attack	2 / **5** / 7

STORY POINTS: 0

AUTON

AWARENESS	2	PRESENCE	1
COORDINATION	2	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS
Fighting 2, Marksman 2, Subterfuge 2

TRAITS
Armour (5), Fear Factor (1), Immunity (Bullets), Natural Weapons (Major x2), Networked (Minor), ***Slow (Minor), Weakness (Major-Signal Cutoff)***

WEAPONS & EQUIPMENT

Hand Blaster	4 / **L** / L

STORY POINTS: 0

AUTONS

Autons are used as a more violent force, the foot troops of the Nestene. These animated plastic dummies, armed with deadly weapons concealed in their hands, are devoid of independent thought and exist only to do the Consciousness' will.

They are incredibly tough, being made almost entirely out of plastic, are hard to kill without melting them with flame or blowing them completely to bits. Bullets seem to have little effect on them at all. Outside of that, their only true weakness is their control signal, which can be blocked or severed if one can find the correct psychic frequency or disable the transmitter.

DUPLICATES

In addition to the familiar Auton the Nestene employs to do its dirty work, it is also able to send off an autonomous part of its consciousness to become a Duplicate – an Auton that can assume a stealthier role, replicating an existing lifeform and assuming their identity. This tactic was used once in the past to replace key government figures (before the Doctor intervened), and again recently when a duplicating Auton assumed the form of Rory Williams.

DUPLICATE

AWARENESS	2	PRESENCE	2
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	5

SKILLS
Convince 1, Fighting 2, Knowledge 1, Marksman 2, Subterfuge (Disguise) 2

TRAITS
Armour (5), Immunity (Bullets), Natural Weapons (Minor), Natural Weapons (Major x2), Shapeshift (Minor), ***Dependency (Major-Living Imprint), Weakness (Major-Signal Cutoff)***

WEAPONS & EQUIPMENT

Hand Blaster	4 / **L** / L
Body Weaponry	3 / **7** / 10

STORY POINTS: 1 - 2

These Duplicates are not completely convincing, and sometimes have 'plasticy' skin or behave strangely. In addition, the facsimile is based on a living imprint and the Nestene must keep the original subject alive and in captivity in order for the Duplicate to keep its form.

The Duplicate of Rory, drew on Amy's memories to make it more lifelike and convincing and it had all of the emotions and memories of its subject without need of a living imprint. This Duplicate was something special, an exception to the rule, and probably required special resources to create.

CYBERMEN

Mankind has always sought to improve itself, but not all change is for the better. When one wealthy lunatic decided to improve the world, his experiments led to the Cybermen. The Cybermen are a product of the Cybus Industries Corporation, a huge multinational company in an alternate version of our world. In this alternate world, humanity had become more reliant on networked systems and upgradeable technologies. Most people kept themselves wired into a vast information and communication network via 'ear pods'. The network was run by Cybus Industries, a company set up to produce devices that were the brainchild of its managing director, John Lumic. These brilliant technologies had made Lumic and his company very rich indeed. But as brilliant as Lumic was, he was also insane and obsessed.

Lumic's body was in terrible decline, and he longed to find a way to upgrade himself into something better. He became obsessed with the power of machines and robotics, and developed a steel body that could be controlled by a living brain. Lumic used his considerable fortune to develop this new technology, not just for himself but for all humanity. In his arrogance he believed that he alone knew what was best for the human race. By converting everyone into identical Cybermen he would eradicate prejudice, disease and maybe even death. He had no understanding that immortality in a world with no art, love, culture or variety would be no life at all.

Needless to say, few people wanted to be turned into Cybermen. After several experiments conducted on unsuspecting homeless people, Lumic created a small army of Cyber troops. Then he used software in the ear pod network to control the weak-willed so they walked into his processing facilities for 'upgrading'. Luckily, the Doctor and a resistance movement known as the Preachers managed to defeat Lumic and his plan, but they failed to destroy all the Cybermen. Instead, the Cybermen saw a hole through realities and started their plans to break into our world.

Again, this invasion was halted by the Doctor during the destruction of Torchwood One, in what has become known as 'the Battle of Canary Wharf'. While the Cybermen, and the Daleks they followed through the Void, were returned to their purgatory, some Cybermen may remain active, while others have escaped the Void, falling through time. Scattered through history, these Cybermen are not the only ones in existence.

MONDASIAN CYBERMEN

In our reality, another type of Cyberman existed, occupants of the 10th planet of Earth's solar system, Mondas. This planet was propelled out of our solar system, and the Cybermen conquered many planets before Mondas returned and the Cyberman attempted another of their invasions of Earth. What has happened to these Cybermen is unclear, though the head of one can be found in Henry van Statten's Vault (recovered from the sewers of London in 1975).

The Doctor and Amy Pond encountered one group of 'Mondas' Cybermen in the Arctic circle, where their crashed spaceship had remained buried in the ice for centuries. With the aid of Cybermats, small snake like cybernetic creatures, the Cybermen were able to take control of a small human research facility and awaken their sleeping army.

CYBER-PHYSIOLOGY

A Cyberman is essentially a human brain and nervous system wired into a powerful robotic body. There are a variety of methods for converting a human into a Cyberman, some of which use more of the original body. If the Cybermen are rushed and need more converts quickly, they simply encase the body in armour and initiate their brainwashing technology.

They are extremely strong and encased in steel armour. Early versions could discharge electricity through their hands to kill or subdue opponents, but later upgrades installed a particle weapon in their arm.

The brainwashing and emotional suppressant technology is essential to a Cyberman. If they are allowed to feel, even for a moment, they suddenly understand the horrible loss of humanity they have suffered and go mad or worse. Part of the mental conditioning also insists on loyalty to the new cyber-race and few can fight it.

One of the reasons Cybermen are so difficult to defeat is that their leaders cannot be killed. All Cybermen are networked together and share most information. They pick a leader (designated Cyber-Leader – usually indicated by black 'handles' on the head), but if that leader is destroyed, another Cyberman simply downloads his data and takes over. Even with Lumic (the Cyber-Controller) gone, the Cybermen believe they are the ultimate destiny of mankind and seek to convert all humans they find into Cybermen. Luckily, there are plenty of humans who will fight to stop them destroying everything that makes being human worthwhile.

CYBERMEN

AWARENESS	2	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	2	STRENGTH	7

SKILLS
Convince 2, Fighting 3, Marksman 2, Medicine 1, Science 1, Technology 4,

TRAITS
Armour (10), Cyborg, Fear Factor (3), Natural Weapon (Minor), Natural Weapon (Major x2), Networked (Minor), Technically Adept, ***Slow (Minor)***

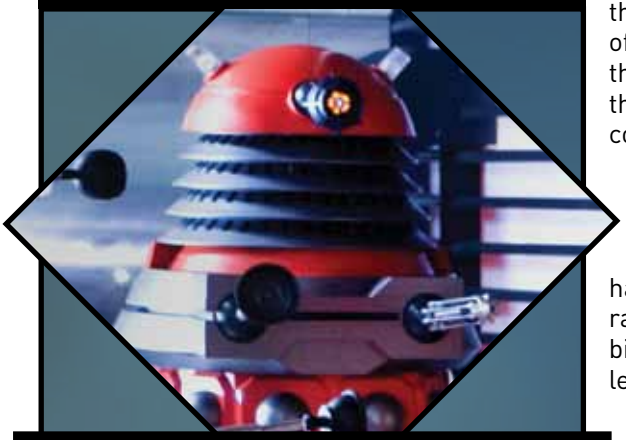
WEAPONS & EQUIPMENT

Electric Grip	4 / **9** / 13
Particle Blaster	4 / **L** / L

STORY POINTS: 3 - 6

TECH LEVEL: 6

DALEK



AWARENESS	3	PRESENCE	5
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	7

SKILLS
Convince 2, Fighting 4, Marksman 3, Medicine 1, Science 3, Survival 4, Technology 4

TRAITS
Armour (10), Cyborg, Environmental (Major), Fear Factor (4), Flight (Major), Forcefield (Major), Natural Weapon (Major x2), Scan (Minor Gadget), Special - Self Destruct, Technically Adept, Vortex

WEAPONS & EQUIPMENT

Exterminator	4 / **L** / L
Self-Destruct	3 / **6** / 9

STORY POINTS: 5 - 8

TECH LEVEL: 9

DALEKS

In the entire universe, no race has caused more death and destruction or incited more fear and terror than the Daleks. Those who see a Dalek for the first time often underestimate them. They look like little more than an armed pepper pot, some sort of silly robot that will have a problem getting up stairs. Nothing could be further from the truth.

The Daleks are the creation of Davros, a crippled Kaled scientist. He experimented with tank-like 'travel machines' to help the Kaleds survive the harsh environment of their homeworld, Skaro, ravaged in their war with the Thals. The nuclear, biological and chemical weaponry used in this war left the Kaleds mutated and Davros accelerated this mutation to ensure their survival, creating the brain-like creatures named Daleks.

The Doctor has encountered and fought the Daleks on numerous occasions throughout his many lives. Throughout time he has foiled their plans and caused them defeat after defeat. On Skaro, he is known as 'The Oncoming Storm'. In the final battle of the Time War, a great battle between the Daleks and the Time Lords, it was the Doctor who found himself able to put an end the Daleks forever, but only at the cost of his own people. With no alternative, the Doctor brought about the end of both races, but even then the Daleks found ways to survive.

Following the Time War, though the Doctor was the last of his kind, he faced the Daleks in battle again. Small groups that had managed to escape the Time War lingered in the dark places of the universe. A lone Dalek trapped in an underground bunker seeking escape, the Emperor Dalek growing a vast Dalek empire harvested from future humans, and a small secret Dalek cult, the Cult of Skaro, riding out the destruction of the Time War in the Void and then attempting to free Daleks from a Gallifreyan prison ship. The Doctor found them all and defeated them.

In desperation, a lone Dalek even breached the time lock, flying back into the heart of the Time War itself and retrieving Davros at his moment of death. Even with the help of their creator, the Daleks were unable to re-establish themselves as a true power in the universe. It was not until many years after the war that the Daleks would finally emerge victorious.

A small group of Daleks, created by Davros following the war, discovered one of the lost 'Progenitor Devices'. They knew that this fabled artefact meant one thing: the re-birth of the Dalek race. Scattered throughout space and

time, the Progenitors contained small strands of pure Dalek DNA to aid in the Daleks rebirth should they ever find themselves on the verge of extinction. Created from Davros' DNA, the 'impure' Daleks were unable to operate the device, and it wasn't until they could attain a testimony to their true nature from the Doctor himself that the Progenitor would begin to work.

Hidden on Earth during the Second World War, the Daleks posed as loyal servants of the British army, even creating a robot to aid them in their scheme. Once the Doctor confirmed that they were in fact Daleks, they were able to use the Progenitor to create a new Dalek Paradigm. Five Daleks were born from the device: a Strategist (blue); a Scientist (orange); an Eternal (yellow); a Supreme (white); and a Drone (red). These new Daleks eradicated the old to maintain the purity of their race.

Fleeing through time, the new Daleks were more powerful than ever before, and the Doctor was helpless against them. Discovering the Eye of Time, they were able to return to their home world, using the Eye to repair the damage it had sustained in the early years of the Time War. With a new Dalek production facility in motion, Daleks took control of the Earth in 1963, wiping out the human race and declaring themselves masters. Only by travelling through the Eye and back into the Time War was the Doctor able to stop the Daleks and restore the correct timeline. The damage had been done, however, and a group of Daleks were able to escape, now in greater numbers.

The Daleks were a part of the alliance that formed in an attempt to avert the end of creation at the Doctor's hands and continue to plot in the darkness, always planning to re-take their position as the highest form of life in the universe...

THE DALEK BATTLESUIT

Daleks are not robots, but a crippled mutant encased in an armoured battlesuit. This battlesuit is armed with a weapon that can fire in a 360-degree arc and spells instant death for any life form it strikes.

It is encased in both armour plating and a forcefield, making it immune to almost every form of weaponry. Built-in survival systems allow a Dalek to survive easily under water or in hard vacuum. Even the heat of falling through a planet's atmosphere from space cannot destroy the suit or kill the mutant inside. Energy thrusters in the casing allow the Dalek to fly in space or in atmosphere at low altitudes.

Finally, advanced computers allow the mutant to hack into most computer networks, downloading huge amounts of data in moments.

Everything about a Dalek is designed to kill and destroy – even their plunger-like manipulator arm can suffocate a man to death, crush their skulls or extract their brainwaves.

DALEK PSYCHOLOGY

The most terrifying thing about the Daleks, however, is not their weapons and armour, but their attitude and beliefs. All Daleks believe they are superior to all other forms of life. They alone have the right to command and dominate. They believe in no greater force than themselves and insist that no form of morality applies to them. It is their mission not only to control the universe, but also to cleanse it of all non-Dalek life. Even with advanced technology, as the Time Lords learnt to their cost, it is hard to face such a determined and aggressive enemy. Daleks feel no fear, will kill in an instant and feel no remorse, and consider the universe only in terms of war and murder. Daleks have no art or culture, they exist only to fight and conquer. Anything that cannot be used as a weapon or a defence is no use to them.

As one of the most technologically advanced races in the universe, mere weapons and armour are rarely enough to destroy the Dalek threat. One of their only weaknesses is their predictability, due to their reliance on logic. The Doctor's cunning, ingenuity and abstract thinking has led to their defeat each time.

The Daleks are also extremely pragmatic, which has often given their enemies respite from their attacks. Free from emotion the Daleks never get angry or upset over the results of battle. If resistance proves too strong they will not push forward out of pride or martial spirit, they will retreat and reconsider. However, if they believe they can overcome an obstacle they will sacrifice as many slaves, resources and even themselves to achieve their objective. Daleks are slaves to their own race, seeing the individual as unimportant compared to the glory of the Dalek race as a whole.

SPECIAL TRAIT - DALEK SELF DESTRUCT

If under threat of being captured, the Dalek will self destruct, causing 6 (3/**6**/9) damage to those within 10m of the explosion.

SPECIAL RULE - THE DALEK MUTANT

The Dalek mutant inside has different Attributes when removed from the Dalekanium casing. Of course, movement outside of the armour is incredibly limited (Speed 1) and they do not usually survive very long, but the only thing on their minds for that short period will be to kill anything non-Dalek.

DALEK MUTANT

AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	5

SKILLS
Fighting 4, Marksman 3, Medicine 1, Science 3, Survival 4, Technology 4

TRAITS
Climbing (Minor), Fear Factor (4), Immunity (Radiation), Technically Adept, ***Alien Appearance (Major), Slow (Minor)***

WEAPONS & EQUIPMENT

Tentacles 2 / **5** / 7

STORY POINTS: 3 - 5

JUDOON

The Judoon are a form of 'police for hire' although the chances of them arriving to 'serve and protect' are pretty low. They are engaged to enforce galactic law, usually on behalf of the Shadow Proclamation, or to track down known criminals. While it may seem to be your lucky day when a police force arrives, the Judoon are single-minded and utterly without mercy when it comes to the letter of the law. It is more accurate to call them licensed vigilantes, bounty hunters, or just plain thugs. Judoon resemble large bipedal Rhinoceroses, and are about as gentle, understanding and easy to talk to.

The main danger of the Judoon is that they arrive in large numbers, very large numbers. If you can give them a good enough legal reason you can employ them as your own private army. So they often work for governments, corporations and rich clients (even a few highly placed and well off gangsters on occasion). They care little for what is right and wrong, only for what is legal and illegal. They are unshakable in their belief that they are doing the right thing by following the letter of the law, ignoring all moral responsibility for their actions.

Their willingness to accept mercenary policing missions has led to their being deceived on occasion. One incident resulted in the Judoon losing all jurisdiction on Earth. The Judoon have yet to return to Earth, instead employing H_20-scoops to lift the Royal Hope Hospital to Earth's moon during their hunt for the plasmavore responsible for the murder of the child princess of Padrivole Regency Nine.

If you break the law in their presence they will act as judge, jury and executioner, as long as you transgress the laws they have decided to enforce. The only upside of this behaviour is they are just as quick to enforce laws that work in your favour as against you, and have a comprehensive compensation package for anyone they deem unfairly treated by their actions. Sadly this often means that while they will give you a voucher for compensation they won't actually rescue you from certain death if you are not their responsibility!

Judoon stand nearly two metres tall and wear a tough black uniform that also functions as a space suit. They are usually armed and carry a scanner that doubles as a translation device. The scanner is used to track their prey, but only works at very close range. The translator device can understand almost any language, but needs to sample a few words to affect a translation.

JUDOON

AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	5
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 1, Convince 3, Fighting 3, Knowledge (Galactic Law) 2, Marksman 3, Survival 2, Technology 2

TRAITS
Alien, Armour (5), Fear Factor (2), Special - Lung Capacity, ***Alien Appearance (Major), By the Book, Code of Conduct (Uphold Law), Slow (Minor)***

WEAPONS & EQUIPMENT

Blaster 4 / L / L

Translator/Scanner (Major Gadget): Translate (any language), Scan (Medical).

STORY POINTS: 3 - 5

TECH LEVEL: 7

SPECIAL TRAIT - JUDOON LUNG CAPACITY

The Judoon have a large lung capacity, allowing them to survive without air, or within a poisonous environment, for far longer than a human. The Gamemaster will not need to make any rolls for the Judoon to survive without air unless in incredibly prolonged circumstances.

SATURNYNIANS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	6

SKILLS
Athletics (Swimming) 2, Convince 1, Fighting 3, Knowledge 3, Medicine 1, Science 4, Subterfuge 3, Survival 3, Technology 3

TRAITS
Alien, Additional Limbs (Legs), Additional Limbs (Arms), Environmental (Water), Special - Infection, Special - Camouflage, ***Alien Appearance (Major), Dependency (Minor-Body Fluids), Weakness (Major-Ultraviolet Light)***

WEAPONS & EQUIPMENT

Tooth and Claw 3 / **6** / 9

Perception Filter (Minor Gadget): Shapeshift (Minor)

STORY POINTS: 3 - 5

TECH LEVEL: 7

SATURNYNIANS (VAMPIRES)

When the cracks formed throughout time and space, many people and races were affected. The Weeping Angels were erased from existence through one, while the parents of Amy Pond disappeared through another. On the planet Saturnyne, the cracks were more prevalent than on other worlds.

Saturnyne was a world of water. Its dominant species was the Saturnynians, creatures that weren't quite humanoid and weren't quite fish. At first the cracks were small, forming in the walls of buildings across their vast ocean cities. Slowly, however, the cracks grew. Growing larger, the cracks began to open up across the planet, appearing across the faces of cliffs, the ocean floors and stretching to any surface.

Through some of the larger cracks the Saturnynians could see other worlds, planets scattered throughout history and stretching across the universe; in other cracks they could see only silence and the end of all things. Though the cracks had started as a mild curiosity, the Saturnynians grew fearful of them until one day they awoke to a rend as large as the sky itself.

As the planet was dragged through this massive wound in space towards a future of Silence, it began to come apart and the Saturnynians fled their home world, taking their chances and escaping through the smaller cracks through which they had viewed other places and other times. As Saturnyne fell out of existence, its oceans boiling as its once great cities shattered to rubble beneath the force of the waves, the cracks closed, stranding the few disparate groups of survivors scattered throughout the universe.

While hiding on Earth the Saturnynians, under the leadership of Signora Rosanna Calvierri, were outnumbered. With her exception, all of the Saturnynians that had escaped though the crack were male. In order to breed and continue the race they began to take human females and convert them into Saturnynians. The process involved draining all the blood from their victim and replacing it with the blood of a Saturnynian. The process took several attempts, sometimes resulting in death.

Though Signora Rosanna Calvierri's attempt to convert Earth into the new Saturnyne was foiled by the Doctor and his companions, other groups of Saturnynians may still exist on other worlds, having escaped through other cracks in time...

SATURNYNIAN PHYSIOLOGY

Saturnynians themselves are a curious mix of creatures. A humanoid torso with multiple arms connects a fish-like head to a long crustacean tail with multiple legs. Around their necks, a collar of spikes adds to their gruesome appearance and at the front of their jaws, two large fangs grow downward, developed for hunting in the ocean.

Being a race of aquatic creatures from a planet with almost complete cloud cover and a much cooler, class M sun, Saturnynians are extremely susceptible to the effects of solar radiation and must avoid it as much as possible. Mild exposure to direct light, particularly that in the ultraviolet range, can cause them extreme discomfort and continued or concentrated exposure can kill them as surely as any weapon.

Saturnynians live on the body fluids of other creatures and this, along with their aversion to sunlight and the effects of their perception filters (see below) can mislead cultures with widespread vampire myths about the nature of the Saturnynian threat.

SATURNYNIAN TECHNOLOGY

Masters of technology, Saturnynians had developed weather control technology on their home world, ensuring a constant rainfall across its surface. When one group of Saturnynians arrived through a crack to 16th Century Venice, they planned on using that technology to flood the city and begin creating a new home.

They had also developed perception filter technology to hide themselves on other worlds. While the filters didn't affect their actual appearance, it manipulated the brainwaves of anyone looking at them, tricking them into seeing whichever creature the Saturnynian wished.

The technology was not completely fool proof, however. When viewed as a reflection, the perception filter did not work, and the conflicting information about the creatures' appearance caused confusion in the brain. Rather than reflecting either the perception or the actual form of a Saturnynian, the brain left it blank, effectively meaning the creatures had no reflection. When attacking, the teeth of the creatures become visible through the filter, the unfortunate victim's natural sense of fear and survival kicking in enough to warn them.

SPECIAL TRAIT - SATURNYNIAN CAMOUFLAGE

When immersed in water, a Saturnynians body can blend into its surroundings, like a cuttlefish, making it nigh undetectable. Saturnynians gain a +6 to Subterfuge when hiding in water.

SPECIAL TRAIT - INFECTION

With a series of operations in which a host body is partially drained of body fluids and then given an infusion of Saturnynian blood, a victim's genetic structure can be slowly transformed into that of the Saturnynian species. Not all survive the process, however, and some die a horrible death as their body fluids slowly drain away.

After each procedure, a character must make a Strength and Resolve roll against a Difficulty of 15 to avoid being transformed into a Saturnynian. A Success fights off the infection, but adds a +1 to the difficulty of resisting further transfusions. A Good Success fights it off completely. A Fantastic Success means that the host body gains immunity to the effects of Saturnynian blood for the rest of the adventure.

A Failure gives the character a single Saturnynian trait, A Bad Failure results in the character transforming completely. A Disastrous Failure results in the character dying as the Saturnynian blood attacks the host body, completely dehydrating it in the process.

Those who have taken on Saturnynian Traits but have not completely transformed have a chance of having the effects reversed during the adventure, but those who have completed the change are stuck in their current form until some way can be found to reverse the process. This shouldn't be easy and a complete adventure, and a lot of Story Points, might be involved when trying to find a cure.

SILURIANS

AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 1, Fighting 3, Knowledge 3, Marksman 2, Medicine 2, Science 2, Subterfuge 1, Survival 3, Technology 1

TRAITS
Armour (5), Climbing, Environmental (Minor-Extreme Heat), Special - Tongue Attack, ***Alien Appearance (Major), Weakness (Minor-Cold)***

WEAPONS & EQUIPMENT

Sonic Blaster 3 / **6** / 9

Stun Gas Rifle S / **S** / S

Silurian Mask (Major Gadget): Scan, Transmit

STORY POINTS: 3 - 5

TECH LEVEL: 6

SILURIANS

Human beings were not the first race to dominate the Earth. Long before them, long before even the first mammals appeared on the great plains of the prehistoric planet, another race of creatures roamed the planet's lush, jungle environments. The Silurians (also known by many other names, most commonly Homo Reptilia) were a race of humanoid lizards who ruled a vast empire stretching over the continent and even beyond, delving deep under the oceans.

A peaceful race, the Silurians were the true masters of the Earth in its early pre-historic existence. When the earliest humans began to evolve, Silurians treated them much like animals, a far lesser species to their own. When humans became an annoyance, they would be simply disposed of using a virus fatal to humans created by Silurian biologists.

At some point during their history, the Silurians detected a planetoid headed in the direction of Earth. Though they ignored its presence for a time, they soon became concerned that it was on a collision course with the planet, and that it would spell the end of their vast civilisation. Preparing themselves against the possibility of destruction, the race hid underground, building huge hibernation chambers deep beneath the crust.

The predicted disaster never happened as the planetoid was pulled into the Earth's orbit and formed the Moon. Though the Silurians had planned to re-awaken and take back their world once they believed the threat had passed, the technology was created in a hurry, and didn't function as expected. The creatures remained buried under the Earth's surface for millennia, sleeping, unaware that on the surface, humanity had risen up and claimed the world for their own.

At various points throughout history, some Silurians have awakened when their hibernation chambers were disturbed. These small groups believed that the Earth was still rightfully theirs, and that the Human beings needed to be returned to their rightful place.

During the 20th Century, a small group of Silurians re-awoke in England and infected the country with a dose of the virus used long ago on humanity's ancestors. The Doctor was able to establish a cure and tricked the Silurians into returning to their hibernation chambers, after which Brigadier Lethbridge-Stewart had their hibernation chambers promptly and thoroughly destroyed (against the Doctor's express wishes).

These sorts of rocky relations often occurred whenever a Silurian hibernation chamber was disturbed. In the early 21st Century, the Doctor thought he might finally broker a deal between the two races, but fear and tension arose between the two species again, and talks nearly descended into warfare when a group of Silurians turned upon their own kind to retake the planet.

It is possible that one day, the Silurians can share the world in peace with humanity. The Doctor is a keen champion of this idea and following the conflicts during their last meeting, re-wired their hibernation technology to give them a thousand years more sleep; hoping that they can succeed with the help of two humans who volunteered to be frozen with them to act as ambassadors for a better future for both species.

SILURIAN PHYSIOLOGY

The Silurians were split into several sub-species, much like the reptiles found on modern earth. While all shared rough scaly skin, and crown-like crests atop their heads, the various sub-species of the race evolved quite differently.

Some Silurians developed a third eye in their forehead which could be used to operate machinery or kill with equal efficiency. Those Silurians which evolved beneath the waves of the oceans (sometimes called 'Sea Devils') grew webbed feet and hands, and were better suited to their undersea environment. The ones encountered by the Doctor in Wales (detailed here) had more human features and a long, sting tipped tongue with which to defend themselves.

SILURIAN TECHNOLOGY

The Silurians possessed remarkable technical and scientific knowledge, especially biotechnology, that allowed them to control almost every aspect of their environment and keep their whole race alive for millions of years.

The one area that the Silurian race never made great advancements in, however, was space travel. This might have been due to the difficulty of taking that first step when the next nearest celestial body wasn't the moon but Mars, some physiological problem or a total lack of curiosity. Whatever the reason, the Silurians remained a planet-bound species which may explain why they take the possession of Earth so seriously.

OTHER SILURIAN SUB-SPECIES

The existence of at least three Silurian Sub-species provide the Gamemaster with a useful excuse to vary up Silurian encounters so that players won't become too familiar with their abilities and weaknesses. All you have to do is add a different alien Trait here or subtract one there and you can create a whole new sub-species to surprise and confound your players.

The Silurians under the New Mexico desert, for example, could be based on Gila Monsters . They could have thicker armour, the Tough Trait, and have a crushing poisonous bite instead of a Tongue Sting but might be fairly slow and Technically Inept.

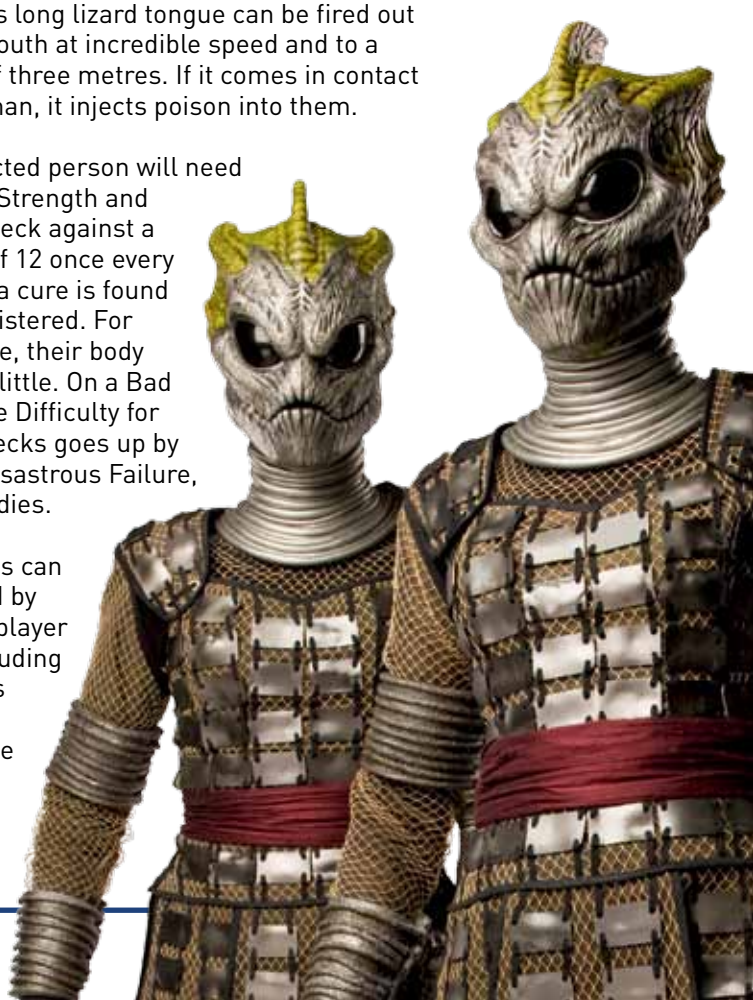
All it takes is a quick look on the internet and the clever Gamemaster will find hundreds of different lizard sub-species to base new Silurian sub-species on...

SPECIAL TRAIT - TONGUE ATTACK

A Silurian's long lizard tongue can be fired out from its mouth at incredible speed and to a distance of three metres. If it comes in contact with a human, it injects poison into them.

The infected person will need to make a Strength and Resolve check against a Difficulty of 12 once every hour until a cure is found and administered. For each failure, their body mutates a little. On a Bad Failure, the Difficulty for further checks goes up by +3. On a Disastrous Failure, the victim dies.

Mutations can be handled by giving the player Traits, including alien Traits like Alien Appearance or Fear Factor.



SMILERS AND WINDERS

In the 29th Century, with the Earth bombarded by solar flares, the human race fled to the stars for their safety. While some departed to other planets and some hibernated within space stations such as the Ark, most of the population of the United Kingdom left together to live aboard 'Starship UK'.

Ruled over by Liz 10, Starship UK was a floating realisation of England in space. Splitting each county of England into its own section, the ship functioned as though nothing had happened. The population was kept under control by clockwork 'robots' known as the 'Smilers' who were maintained by a group known as the 'Winders'.

SMILERS

Smilers performed all the public service jobs aboard the ship, from keeping control of the population to teaching and providing information. Looking like old fairground attractions, the inner clockwork workings of a Smiler were concealed by a large black robe, and a terrifying wooden face.

In most situations, if the population was behaving, a Smiler's face would be a simple, innocent smile. While this was by far the best face to see, it alone was enough to strike terror through the inhabitants of Starship UK; they knew what it concealed. Were a Smiler to take a dislike to your actions, its varnished wooden face would rotate 180 degrees, transforming its smile into an angry frown.

Usually, this was enough to put the wrong-doer back in their place, but if pushed further, the Smiler's face would rotate again, impossibly displaying a third face. Contorted in anger, this face usually meant the end to whoever saw it, as the Smiler would make sure that person was removed from the population for the greater good.

SMILERS

AWARENESS	2	PRESENCE	6
COORDINATION	2	RESOLVE	4
INGENUITY	4	STRENGTH	5

SKILLS
Convince 3, Fighting 1, Knowledge 5, Survival 1, Technology 1

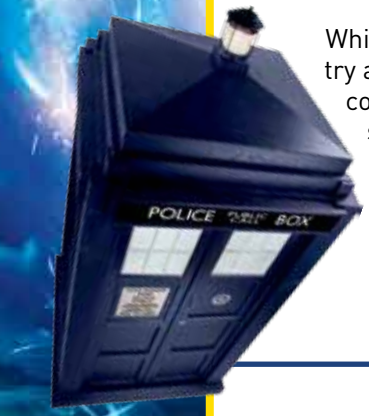
TRAITS
Cyborg, Fast Healing (Special), Fear Factor (2), Keen Senses (Major), Voice of Authority, ***Unattractive***

STORY POINTS: 3 - 5

TECH LEVEL: 6

The Smiler itself was contained in a large glass-and-wood booth, usually painted red and kept extremely clean by the fearful population. In extreme cases, when pushed far beyond reasonable limits, a Smiler would stand and leave his booth, ensuring the removal of the disruptive person itself.

While rumours of the Smilers' anger circulated the ship for centuries, few were brave enough to try angering one of the robots. Children would sometimes play games with the Smilers, seeing who could push them the furthest. These games often ended badly though, and the 'winners' were sometimes never heard from again. The fear of the Smilers was usually enough to keep the population under control, and it was rare that they would actually have to take action.



WINDERS

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 2, Marksman 1, Medicine 1, Science 1, Technology 4

TRAITS

Cyborg, Voice of Authority, ***Obligation (Major-Maintain Starship UK)***

WEAPONS & EQUIPMENT

Key: The Winder's Key is not just a sign of office. It is a high tech Gadget that gives them access to every part of Starship UK and the ability to operate much of its machinery, Smilers in particular.

STORY POINTS: 3 - 5

WINDERS

With a clockwork technology, the very nature of their mechanisms means that someone, or something, needs to be on-hand to wind it. And, like all technology, sometimes it fails or breaks down. To remedy this situation, Starship UK employed a group of people to repair and maintain the Smilers, and dubbed them 'the Winders'. Their ominous uniform, voluminous black robes and a Large key hung around their neck, identified them as servants of the machine, but it also hid a dark secret.

The truth behind the Smilers operation was closely guarded; and as such only a very select group knew their true workings. To keep the secret as safe as possible, only one person in a generation would be inducted as a Winder, into a service they would perform for their entire lives... and beyond.

As the Winders grew old or sick, they were taken to the workshop to be repaired themselves. Upgraded with the same clockwork technology that allowed the Smilers to work, the Winder's lifespans were extended out for as long as possible.

When the sad day came in which a Winder was unable to continue their duties, they would be retired in the most practical of ways. Receiving a full upgrade, almost all of their human parts would be replaced with clockwork, and they would become a Smiler themselves, that small spark of humanity left in their brain giving the Smiler its deadly intelligence.

SONTARAN

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	6
INGENUITY	3	STRENGTH	6

SKILLS
Athletics 2, Convince 2, Craft 0, Fighting 5, Knowledge 3 (War), Marksman 5, Medicine 1, Science 3, Subterfuge 3, Survival 4, Technology 3, Transport 3

TRAITS
Alien, Brave, Tough, ***Alien Appearance (Minor), By the Book, Special - Probic Vent, Weakness (Major-Coronic Acid)***

WEAPONS & EQUIPMENT

Sontaran Rifle	4 / **L** / L
Shock Staff	S / **S** / S
Battle Armour (5)	

STORY POINTS: 3 - 5

TECH LEVEL: 7

SONTARANS

One of the most formidable and determined militaristic races in the galaxy are the Sontarans. From Sontar in the southern spiral arm of the galaxy, the Sontarans are shorter and stronger than humans due to evolving in the higher gravity of their homeworld. They are a clone race, produced in their millions. Their cloned origins mean that they look very similar, though slight genetic deviations in skin tone, voice, teeth and height, possibly introduced intentionally during the cloning process, have been evident. All Sontaran clones are male. There may be female Sontarans, but to date no human has encountered one.

Standing around 1.5 metres tall (about 5ft), they are strong with wide shoulders and neck. They are heavily armed and armoured with a huge, domed helmet. Before entering combat, they have been known to employ defensive measures such as the 'cordolane signal' that renders traditional ballistic weaponry useless. The Sontarans do not see this as cheating, but a valid military tactic that also allows them to slaughter the enemy in close combat.

The Sontaran Empire has been at war with the Rutan Host for more than 50,000 years – a war that will continue for at least another 20,000. The war shows no signs of a victor, and the casualties on both sides have led to a bloody stalemate as each race investigates new weapons, tactics and breeding sites.

SPECIAL TRAIT - PROBIC VENT

The Sontarans' greatest weakness is the probic vent at the back of their necks. This vent comes from the cloning process and is used to take in energy. A single hit will Stun a Sontaran (see pg.50). Hitting the vent is tricky and there is a -4 penalty to do so, assuming the Sontaran is facing the right direction. Trying to hit the probic vent with a richocet would double that modifier at least.

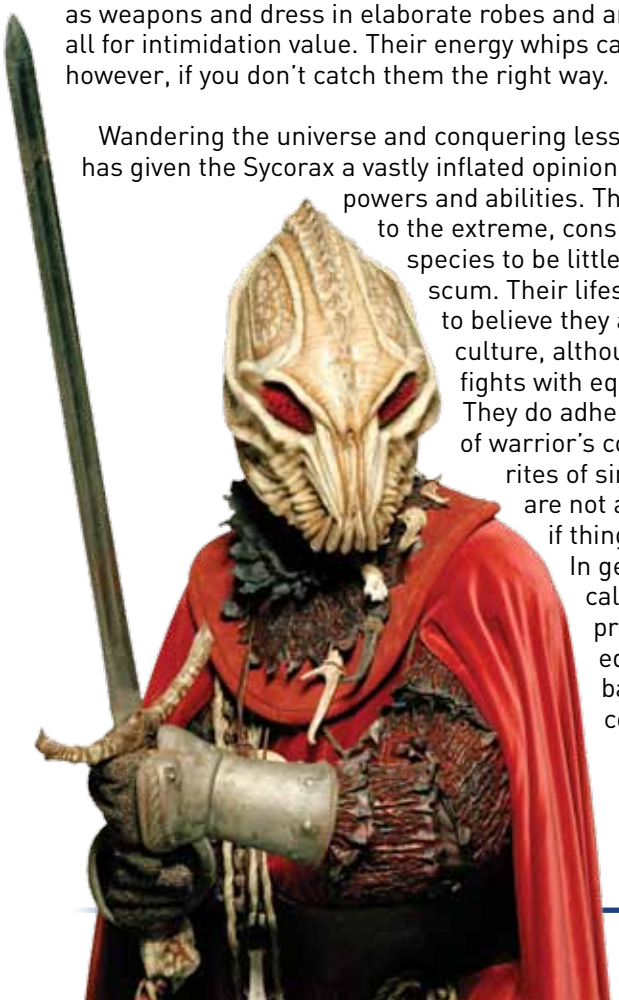
The Sontarans, of course, don't see this as a weakness, but a strength, as they must always face their enemy.

SYCORAX

There are plenty of bullies in the universe, and the Sycorax are a whole race of them. This warrior species travels the galaxy looking for fertile worlds with significantly less advanced inhabitants. When they find one they use as many tricks as they can to intimidate the less experienced race into surrendering. The Sycorax will then take half the population to sell as slaves and steal whatever mineral wealth from the planet they can. If the population is particularly submissive, they will happily farm such a planet as often as possible, returning whenever the population and resources have had a chance to replenish.

The Sycorax weren't always this capable. The race originated on an asteroid in the JX82 system, known as Fire Trap. When a ship crashed into the rock, the Sycorax dominated the ship's survivors, forcing them to reveal the secrets of their technology. Fitting the asteroid with the ship's salvaged drives, it became the first of many ships in the Sycorax armada, currently in orbit around the Jewel of Staa Crafell.

The Sycorax understanding of technology is not actually that advanced. The can travel faster than light and use transmat technology, but they still rely on brute force tactics like blood control, an extremely antiquated and unreliable form of mind control technology. Like most Sycorax tactics, it is pretty scary for anyone that doesn't know how it really works, but actually only useful to bluff and intimidate. In combat they prefer to use swords as weapons and dress in elaborate robes and armoured masks, all for intimidation value. Their energy whips can be deadly, however, if you don't catch them the right way.



Wandering the universe and conquering less advanced species has given the Sycorax a vastly inflated opinion of their own powers and abilities. They are arrogant to the extreme, considering 'lesser' species to be little better than pond scum. Their lifestyle has led them to believe they are a warrior culture, although they avoid fights with equal opponents. They do adhere to a loose form of warrior's code, such as the rites of single combat, but are not above cheating if things don't go well. In general once you call their bluff and prove yourself their equal they usually back down like the cowards they are.

SYCORAX

AWARENESS	3	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	5

SKILLS
Athletics 3, Convince 2, Fighting 4, Medicine 2, Science 2, Technology 3, Transport 1

TRAITS
Alien, Fear Factor (1), ***Alien Appearance (Major), Code of Conduct (Major-Warrior's Code)***

WEAPONS & EQUIPMENT

Sword	4 / **9** / 13
Energy Whip	4 / **L** / L

Blood Control Device (Major Gadget): Hypnotise (Major), Transmit, Restriction (only works on one specific blood type at a time)

STORY POINTS: 3 - 5

TECH LEVEL: 6

WEEPING ANGEL

AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS
Fighting 4, Knowledge 4, Subterfuge 4

TRAITS
Alien, Alien Senses (Blind-sense), Immortal (Special), Natural Weapons (Minor), Special - Don't Blink, Special Rule - Infection, Special - Lights Out, Special - Time Eater, ***Alien Appearance (Minor), Special - Quantum Locking***

WEAPONS & EQUIPMENT

Tooth & Claw	2 / **5** / 7

STORY POINTS: 1 - 9

TECH LEVEL: UNKNOWN

WEEPING ANGELS

On first appearance, the Weeping Angels seem to be harmless static statues, classic marble sculptures that have adorned churches, graveyards and tombs for centuries. In reality, they are an ancient alien race who can destroy lives just by touching their innocent victims. Their origins are unknown, and are thought to be as old as the known universe itself. Dubbed the 'Lonely Assassins', they are possibly one of the most dangerous and terrifying foes the Doctor has ever faced.

The Doctor encountered the Angels with Martha at Wester Drumlins and was sent back to 1969 after the Angels targeted the TARDIS as a source of unlimited power. Luckily, with the help of Sally Sparrow and Larry Nightingale, the Angels were tricked into staring at each other, permanently turning them to stone.

These angels were weak, however, stranded on Earth for centuries. The Doctor would face a much stronger Angel while investigating the crash of the Byzantium, a category 4 starliner in the 51st Century. While seeking to stop a single angel from growing fat on the radiation of the crashed starliner, the Doctor, River, Amy and a squad of Combat Clerics stumbled upon a horrifying secret: the hundreds of statues in the catacombs beneath the wreckage were actually desiccated angels waiting desperately for the ship to explode. Once they absorbed the radiation from the explosion they would be restored and spread out across time and space and devour everything in their path like a cloud of time-eating locusts. The Doctor managed to stop the angels once again, but only by feeding them into a crack in the universe, which would later prove to be an even greater danger to all of time and space.

ANGEL PHYSIOLOGY

Weeping Angels are often found in a weakened state. A statue, decaying after years of neglect and unable to unleash their full potential. They will regenerate from nearby radiation sources, but it is chronon energy that truly revives and sustains them. With a touch, they can send their victims back in time, feeding on the potential temporal energy of days that will never be lived. That energy powers the Angel's regeneration, while their victims are left to live the rest of their natural existence abandoned in an earlier time.

When they are stronger, or facing larger numbers, their attacks can be simpler and more brutal, ripping their victims apart with their talons and fanged teeth. However, the Angels' most dangerous weapon is their speed. At their strongest, they can cover many metres in the

blink of an eye, which, incidentally, is when they have to attack.

When observed the Angels become 'quantum locked,' turning to stone. And as the Doctor pointed out, you can't kill a stone. In fact, the sobriquets 'Weeping Angel' and 'Lonely Assassin' come from the fact that, as statues, they often hide their eyes behind their hands, as though crying, in order to hide their own gaze from other Angels, for fear of quantum locking each other into eternal paralysis.

Weeping Angels are timeless and eternal. They can regenerate any physical damage they may have sustained, although this can be a slow process taking decades depending on the type of damage and the availability of radiation sources.

Angels do not speak, as such, having no voices of their own, but they can still communicate when they feel a need to cajole, demoralise or threaten their victims. All they need is a previous victim's cerebral cortex and a method of transmission.

SPECIAL TRAIT - DON'T BLINK

Angels move at incredible speeds so long as they are unobserved and may act once in every phase, talking (if they have some method of communication), moving, doing, and attacking all in the same round. Alternately, they may forgo the first three phases in order to rend a victim to shreds, attacking four times in one round.

An Angel at full strength moves like the wind but as it weakens from hunger or damage, it will slow down. As such, an Angel's Speed is equal to their current Story Point Total.

SPECIAL TRAIT - INFECTION

It was at the Byzantium crash site that the Angels revealed their most horrifying secret: that which holds the image of an Angel can become an Angel itself. This includes mechanical recordings as well as living visual memories.

If a living being stares in the eyes of an angel, the Angel can make a Resolve and Strength roll, opposed by the victim. The Angel can spend Story Points to decrease the victim's Level of Success as normal and may lower the result below Failure to a Bad or Disastrous Failure at the Gamemaster's discretion.

If the victim gets a Bad or Disastrous result, the Angel has infected them and they will gradually become an Angel themselves. They will have to pass another Resolve and Strength roll every hour, at a Difficulty of 12 + 3 for each hour past the first, losing a point of Resolve for every Level of Failure. Once the victim's Resolve reaches 0, the transformation is complete.

Curing the infection is difficult, and typically involves removing the mental image or memory of the Angel completely from the victim's mind. The Doctor had to drop the Angels through a space-time crack to erase the one in Amy...

SPECIAL TRAIT - LIGHTS OUT

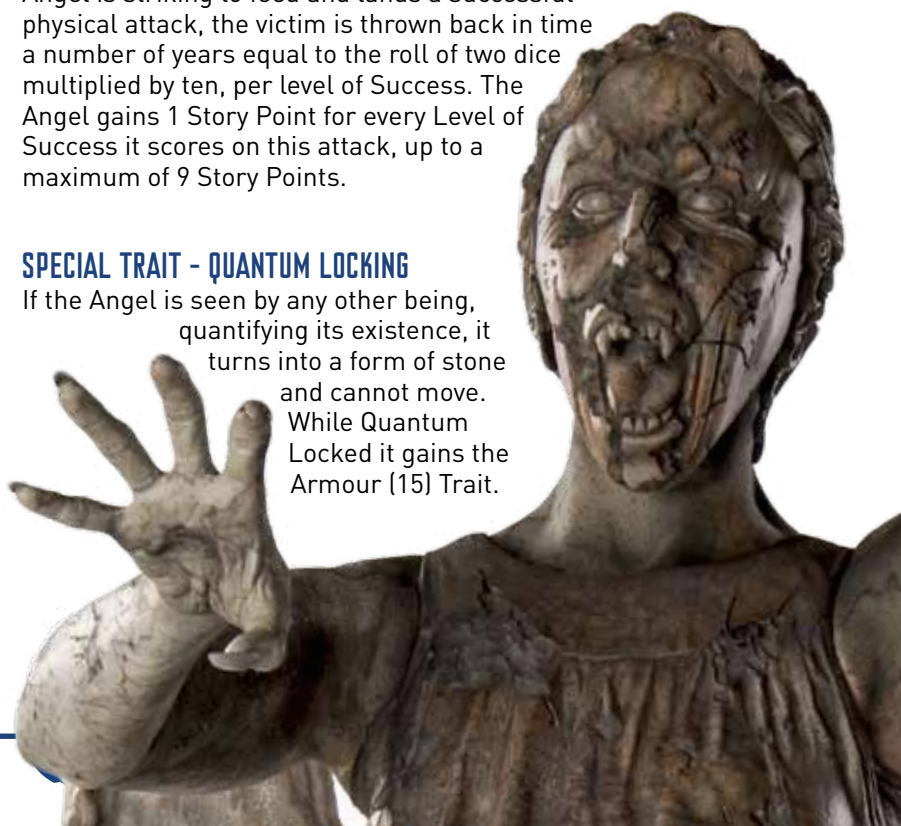
Angels can interfere with the normal flow of electricity by spending their own energy, typically to short out light sources that are keeping them from their victims. The amount of Story Points varies from 1 to short out all the flashlights in the immediate vicinity for a round or permanently suppress one light source, to 6 or more for countering a magnetic lock. Groups of Angels can and will pool Story Points for large tasks, especially if there's a meal at the other end.

SPECIAL TRAIT - TIME EATER

The Angels consume potential temporal energy by ripping living beings out of their time line and throwing them backwards in time. If the Angel is striking to feed and lands a successful physical attack, the victim is thrown back in time a number of years equal to the roll of two dice multiplied by ten, per level of Success. The Angel gains 1 Story Point for every Level of Success it scores on this attack, up to a maximum of 9 Story Points.

SPECIAL TRAIT - QUANTUM LOCKING

If the Angel is seen by any other being, quantifying its existence, it turns into a form of stone and cannot move. While Quantum Locked it gains the Armour (15) Trait.



ALIENS AS PLAYER CHARACTERS

The players have the option of creating all manner of strange and bizarre aliens in ***Doctor Who: Adventures in Time and Space***, but as with anything in character creation, they need to make sure they have built a character that is going to function properly in the group and in the adventures the Gamemaster has planned.

Before they even consider playing an alien you need to figure out how cosmopolitan the adventures are likely to be. In adventures on other worlds where even humans are different and unusual, having red skin, a forked tail and horns won't be a problem. This may not hold true for worlds where humanity has little to no experience with alien life forms and a very firm idea of what a devil looks like. Luckily, there are plenty of alien creatures that can at least look human. Some aliens might be shape shifters, or able to adopt a human form like Multiforms. Others can disguise themselves.

After considering their ability to fit into their surroundings, you need to think how suitable the alien species is as a player character. Some races are inappropriate due to their strange cultures and attitudes. An Ood is not an overly- powerful character, but may be a little slow and docile for the Doctor's adventures, for example.

In general it really all comes down to asking the player why they want to play an alien? What can they do with this character that you can't with a human? If they want their character to basically be a human from another world, you don't need the Alien Trait (see pg.22) for that. If what attracts the player to the alien race is that it is simply more powerful, they are probably interested in them for the wrong reasons.

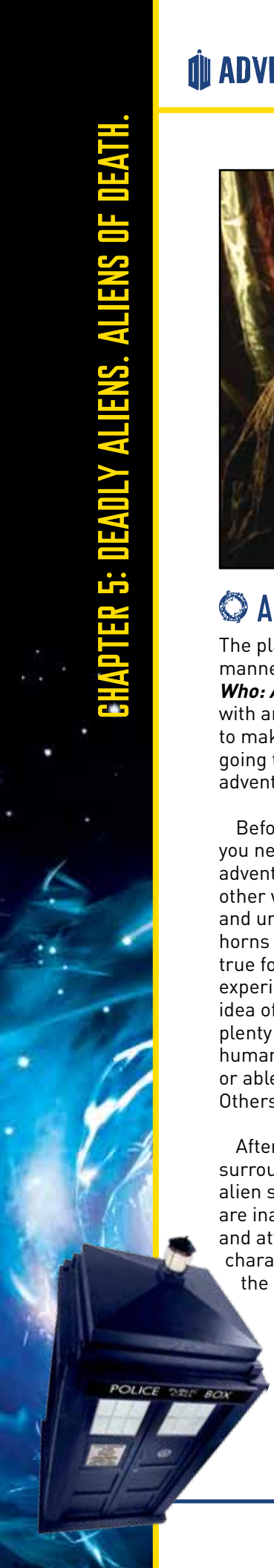
The Gamemaster is perfectly within his rights to insist the alien character be able to handle the same sort of activity and environments that non-alien characters can. Even though out there, somewhere, 'ice can burn and sofas can talk,' a character made of burning ice or a sentient alien sofa will be very hard to work into storylines. That character is going to get very boring if it can't get involved, and since the player will be playing the character for a while, it should have some way to develop and take part in the action.

If the Gamemaster allows a player to create a character from a race already encountered by the Doctor, like a Silurian from the future, they will need to have appropriate Attribute levels and take all the Traits that make up that creature. They don't get any of Traits or abilities for free, that would be unfair on the other characters, so if they find that they just don't have the points to create that sort of character, you shouldn't let them.

At some point, someone might even want to play a 'good' Dalek or Auton Duplicate, and to be fair this is not unprecedented. The Doctor once infected a group of Daleks with the 'Human Factor,' and Rory once became an Auton Duplicate, but the thing to remember is that in each of these cases, these characters were short-lived and often doomed to tragedy. The humanised Daleks were wiped out in a civil war against their brethren and Rory killed Amy and had to stand guard over her tomb for 2,000 years before the universal reboot changed him back.

Such races also have a reputation that will precede them and cause trouble for the rest of the group. Anyone travelling with a Dalek is likely to be feared, shunned and threatened even if the mutant inside the casing has been given the 'Human Factor'.

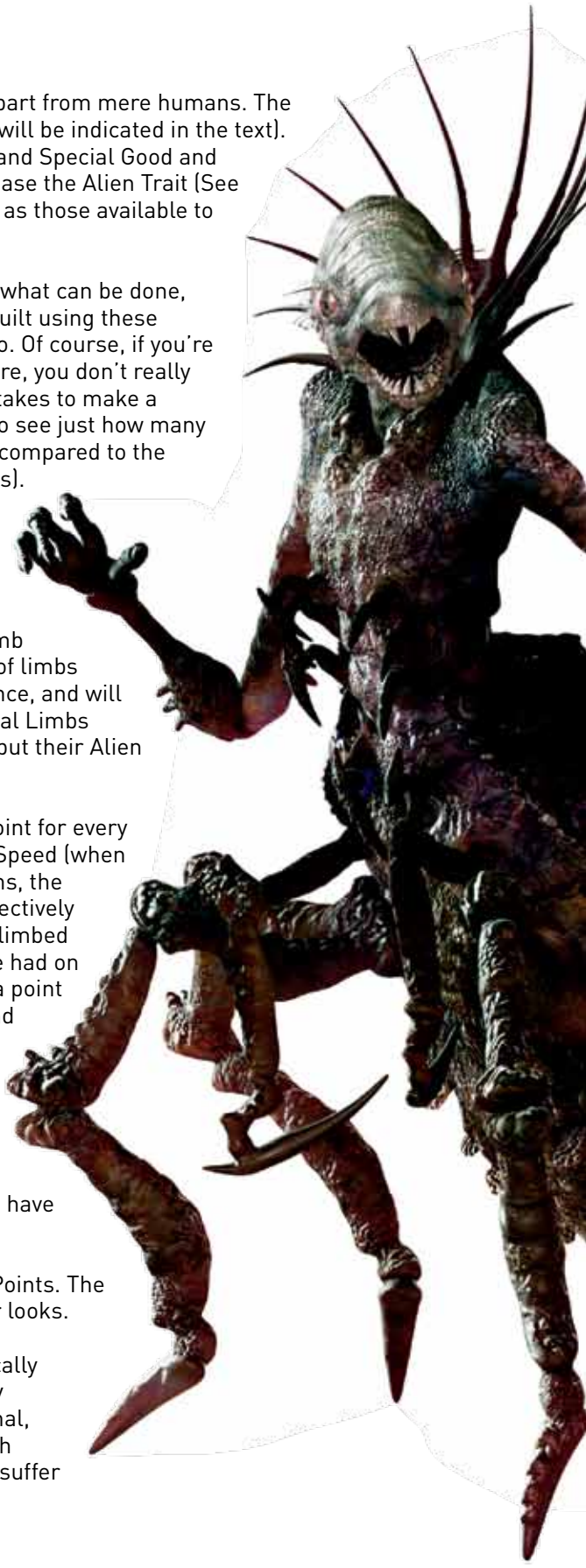
Finally, you limit the impact these creatures have in your stories by allowing them to be 'tamed' in this manner. Cybermen, Sontarans, even other Daleks aren't quite as exciting when you spend all your time in the company of one. As such, the Gamemaster shouldn't feel bad about disallowing such characters in their game.



ALIEN TRAITS

Below is a list of alien Traits that the character can have to set them apart from mere humans. The list includes Traits that are usually best reserved for villains (and they will be indicated in the text). Just as other Traits that can be purchased, they come in Minor, Major and Special Good and Bad Traits. To get started creating your alien, you simply need to purchase the Alien Trait (See pg.22), and then you can pick any of the Traits presented here, as well as those available to human characters.

Of course, the list of Alien Traits presented below is just a sample of what can be done, though most of the aliens the Doctor has encountered to date can be built using these Traits. If you wish to design your own Trait, you should feel free to do so. Of course, if you're creating an alien as a villain or enemy for the characters in an adventure, you don't really need to worry about costs and how many Traits they have, whatever it takes to make a cool alien character. However, you can total up the Traits you've used to see just how many points you would have spent, so you can see how powerful the alien is compared to the average character (who usually has between 6-10 points worth of Traits).



ADDITIONAL LIMBS (MINOR GOOD)

Many hands make light work, or so they say (though try saying that to Alexander Monro). Taking this Trait means that the alien has an additional pair of limbs. This can mean arms or legs or an odd alien limb or tentacle that functions as both. Of course, taking an additional pair of limbs means that the character is usually very obviously an alien in appearance, and will automatically get the Alien Appearance Bad Trait (Minor). The Additional Limbs Trait can be taken a second time, giving the alien a cumulative bonus, but their Alien Appearance Trait becomes Major.

Effect: Additional Limbs is a Minor Good Alien Trait, and costs just 1 point for every additional pair of limbs. If the alien has additional legs, their effective Speed (when calculating chases and the like) is increased by +2. If the limbs are arms, the first additional action in any Round receives no penalty (as they can effectively do two things at once). This Trait can be taken twice to create an eight limbed alien, though they will be obviously more alien. Additional limbs can be had on top of this, but they receive no bonus and cost no extra – there comes a point when you have so many legs or arms that it just becomes confusing and you can end up tripping over your own feet.

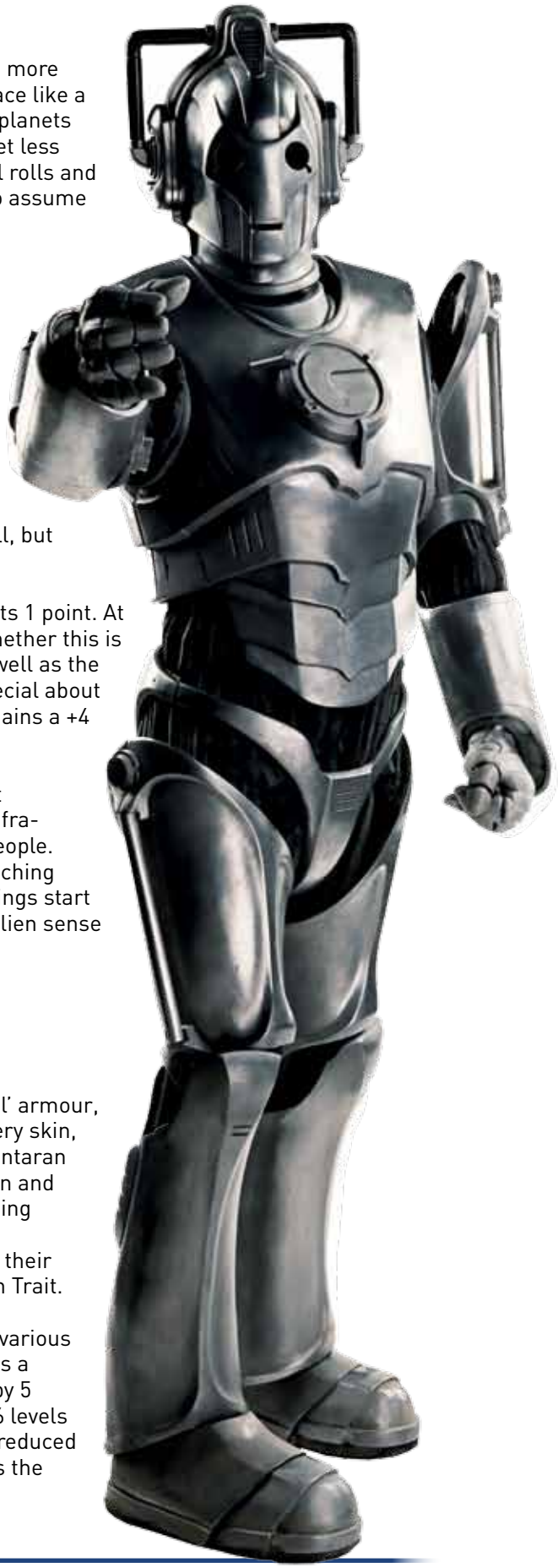
ALIEN APPEARANCE (MINOR/MAJOR BAD)

Not everyone looks human (who technically look like Time Lords, since Time Lords came first). While many aliens look perfectly human or can pass for human with a bit of makeup and some low lighting, you have an obviously alien appearance.

Effect: Alien Appearance is a Bad Trait that can be either 1 Point or 2 Points. The more severe the Alien Appearance Trait, the more 'alien' the character looks.

As a Minor Bad Trait, Alien Appearance means the character is basically humanoid but with a distinctive alien feature. In most cases, when they encounter people who are okay with aliens their reaction will be minimal, however when meeting inhabitants of lower-level civilizations (see Tech Levels, pg.35) who may not have met aliens before, social rolls will all suffer a -2 penalty (that is if they don't just run away!).

As a Major Bad Trait, the 'alien-ness' of the character is more extreme. They may have tentacles instead of limbs, or a face like a squid – they could look like anything! Again, on advanced planets that are used to aliens this isn't a problem, but if they meet less experienced peoples they will suffer a -4 penalty on social rolls and may possibly even become the target of scared locals who assume the alien is evil and needs burning.



ALIEN SENSES (MINOR GOOD)

Most of the time, simply having a really high Awareness means that your senses are particularly acute. However, some aliens have senses that go above and beyond what is considered normal. It could be that they can see infra-red or ultra-violet ends of the spectrum, or they could see the eddies and flows of time, detect magnetic fields, or smell their prey from miles away. The cost of this Trait could easily be offset by the Alien Appearance Trait, saying that the character can see phenomenally well, but has large, cat-like eyes.

Effect: Alien Senses is a Minor Good Alien Trait which costs 1 point. At character creation, the sense that is particularly good (whether this is sight, hearing, tremor sense, etc) should be specified as well as the particulars of the extraordinary perception (what is so special about it and what is sensed). When the alien uses the sense, it gains a +4 bonus to Awareness rolls but only when using that sense.

This bonus may be reduced if the Gamemaster deems it appropriate. For example, an alien that can see into the infra-red range of the spectrum can see the heat given off by people. He gains a +4 bonus to his rolls when he spots the approaching Sontaran in the dark, but once the shooting starts, and things start exploding, everything will be hot and the bonus from his alien sense will be lost.

Note: Cannot be used with Keen Senses.

ARMOUR (MINOR/MAJOR/SPECIAL GOOD)

Armour as an Alien Trait means that the alien has 'natural' armour, whether this is a cybernetic suit, or just very tough, leathery skin, that protects it and cannot be removed. For example, a Sontaran has very heavy battle armour, but that is a suit that is worn and can be removed (not that we've ever seen Sontarans sunning themselves on the beach). Daleks, however, require their battlesuits to survive and Cybermen are literally built into their armoured casings. If it's a permanent feature it's an Alien Trait.

Effect: Armour as an Alien Trait can be purchased at various levels. As a Minor Trait, costing 1 point, the alien has a tough hide or scales that are able to reduce injury by 5 levels. If the alien is hit by a weapon and receives 6 levels worth of damage to reduce its Attributes, this 6 is reduced by the 5 of the Armour to a single point. This makes the

alien quite a tough cookie! Even Lethal damage is resisted: treat it as 8 levels of damage and reduce it accordingly.

As a Major Trait, the damage reduction is increased to 10. In most cases, this represents thick plating, such as natural growths of bone or even metal. At this level, the Armour Trait costs 2 points, but the alien's Coordination is reduced by 1 (to a minimum of 1).

The highest level is as a Special Trait, which costs 3 points, gives the alien an armour value of 15 and reduces its Coordination by 2. The creature may be made of solid stone, like a Weeping Angel, or be slightly ethereal and take little damage from anything.

Every additional point spent beyond this increases the armour by +5 (and reduces their Coordination by an additional -1 to a minimum of 1). This means you can create huge and heavily armoured creatures, but they don't move particularly fast or well.

CLIMBING (MINOR/MAJOR GOOD)

The Alien has some natural adaption that allows them to climb vertically, or even upside down, swiftly and surely.

Effect: As a Minor Good Trait, costing 1 point, the alien can climb up sheer and difficult surfaces using claws, special climbing muscles or some preternatural alien instinct. They receive a +4 bonus to Coordination and Athletics rolls when climbing any surface that is not completely smooth (like glass).

As a Major Trait, costing 2 points, they have suckers, fine hairs that generate a static binding force, or secrete some sort of sticky substance that provides the same +4 bonus, but also allows them to climb smooth surfaces such as glass or metal, and cling to the ceiling like a spider.

ENSLAVED (MAJOR BAD)

In a universe of war and hostility, there are many races who are unable to defend themselves and suffer under the dominion of others. The Enslaved Trait can mean that the alien is part of an enslaved race, such as the Ood, or a race that has been genetically created to serve others, such as the Dalek Pigmen.

Effect: Enslaved is a Major Bad Trait, worth 2 points, meaning that the alien character is part of a recognisably enslaved race. While the race may have been freed, they may still suffer the social stigma of their past, or they may currently be under the control of a dominant race.

On top of being under the control of others, the alien will get a -2 penalty on all social rolls (usually involving their Presence or Resolve) when trying to voice their opinion due to their submissive nature. Even if they are freed, it will take time to break their submissive attitude. It doesn't mean it is impossible, but it takes a great deal of internal resolve to overcome.

ENVIRONMENTAL (MINOR/MAJOR GOOD)

Environmental is a catch-all Trait that means the alien can exist in strange or harsh environments. It could be that they are aquatic, and can exist underwater as well as on land. They may be able to survive in the vacuum of space, endure the harsh heat of a volcanic world, or live in the Time Vortex.

Effect: As a Minor Good Trait, Environmental means that the alien suffers no ill effects from one particular harsh condition. This ability should be explained. Do they have gills for breathing underwater? Can they store oxygen in some way? Do they excrete some sort of oil that keeps their body moisture from evaporating away into space?

As a Major Good Trait, the alien suffers no effects from any environment – for example, a Dalek can fly through space, or drive along the bottom of the Thames. Again, some explanation should be given for this ability, like Dalek Battlearmour.

FEAR FACTOR* (MINOR GOOD)

The Fear Factor Trait is designed for monsters, and those truly scary individuals who can send people running in terror. They don't have to be physically ugly or monstrous, people cowered at the Master's feet in fear of their lives after all, but something about the alien freezes the very marrow in people's bones.

Effect: Fear Factor is a Special Alien Trait and is only suitable for villains. It costs 1 point, but can be purchased multiple times. Each additional purchase adds +2 to the alien's roll when actively trying to strike fear into people's hearts. See "Getting Scared" on pg.56.

FLIGHT (MINOR/MAJOR GOOD)

Flight is a common feature amongst aliens, whether it is the hovering of Daleks over the city, or the silent gliding motion of sharks in a crystalline cloud belt. This Trait could represent wings, gas bladders or gravity repulsion abilities, but one way or another they can leave the ground for extended periods.

Effect: Flight as a Minor Good Trait, costing 1 point, means that the alien can take off, hover, and travel slowly at a limited height. In most cases, this is just hovering, like a Dalek climbing the stairs. Their Speed is equal to their Coordination and they can usually only ascend to a height of around 100 metres.

As a Major Good Trait, the alien can really take to the skies. Above 100 metres, their effective Speed is three times their Coordination. They can fly as high as they like (though the Gamemaster may want to take other factors into account such as air, cold, and other environmental effects). If they're travelling below 100 metres, they will probably travel slower to avoid obstacles and the Gamemaster may impose a limit (or make the alien's player roll additional Awareness and Coordination checks to see if they can react in time to any dangers).

GADGET (MINOR/MAJOR/SPECIAL GOOD)

Not really an Alien Trait, but aliens can have cybernetic or mechanical enhancements, giving them Gadget Traits. Bannakaffalatta had an EMP device, Daleks have forcefields as well as the ability to "Emergency Temporal Shift!" Gadgets are purchased as normal, but how and where the gadget is "plugged in" (and if it can be removed) should be defined.

Effect: See Gadgets and Jiggery-Pokery on pgs.76-77 of **Chapter Three**.

IMMUNITY (MAJOR GOOD)

Many aliens are immune to one form of harm or another. A former head of UNIT once commented on how nice it would be to face an alien enemy that wasn't immune to bullets! However, being immune to the effects of certain weapons is not as common as he'd been led to believe, and often the cost of this Trait is countered by taking the Weakness Trait (see pg.22). Autons, for example, are immune to bullets, but they are vulnerable to having their control signal cut off.

Effect: Immunity is a Major Good Alien Trait, costing 2 points. When taking this Trait, the specific thing that the alien is immune to must be clearly defined, whether this is something as simple as bullets, acid, mind control or poison. If the immunity is particularly powerful, such as bullets, the Gamemaster may want to balance this immunity with a weakness, especially in major villains or player characters.

NATURAL WEAPONS (MINOR/MAJOR GOOD)

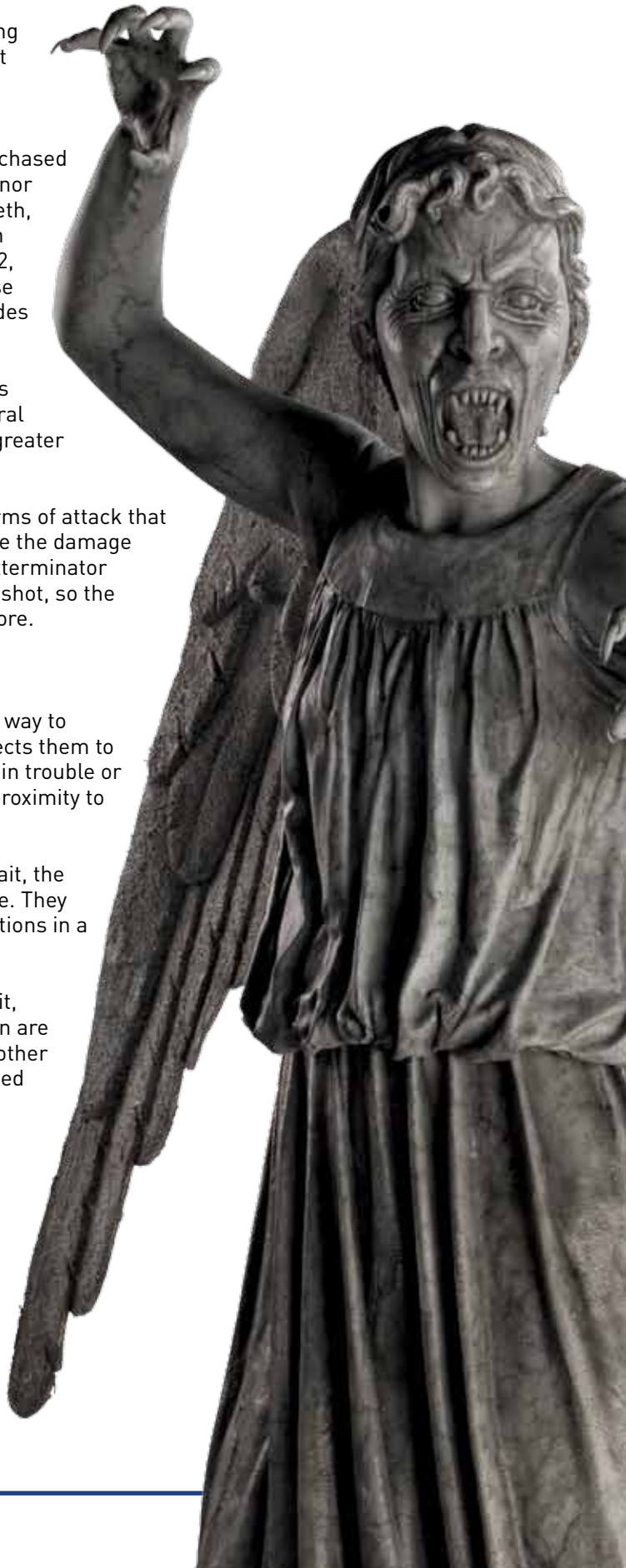
The alien has some form of weaponry that is part of their form. This could be something as simple as toxic breath, a poisonous bite or sharp claws,

of having a built-in ranged weapon. As long as it is not something that is usually dropped or carried (like a gun or bow), and is part of the alien (like the Weeping Angel's teeth and claws) then it is technically a 'natural' weapon.

Effect: This is a Minor or Major Alien Good Trait that can be purchased multiple times if the creature is particularly dangerous. As a Minor Trait, the weapon is only for close combat. These are usually teeth, claws, spines, electrical shocks or something similar. A weapon like this increases the damage of the usual physical attack by +2, so the alien's damage is equal to their Strength +2. This increase is just like normal close combat weapons, as the Trait adds blades or 'dangerous' damage to their physical attack.

As a Major Trait, the weapon shoots something (like a poisonous spine, fingernail, flaming breath or built in gun). A ranged Natural Weapon will have the same damage (5 (2/**5**/7)) but can reach a greater distance than a simple swipe of a claw.

This Trait can be purchased multiple times to reflect various forms of attack that the creature has, or it can work on a single weapon and increase the damage cumulatively. For example, a Dalek has only one weapon (the exterminator 'death ray'). It's a long range weapon that usually kills with one shot, so the Exterminator is worth 2 Major Natural Weapons Traits, if not more.



NETWORKED (MINOR/MAJOR GOOD)

The Networked Trait means that the alien is connected in some way to others of their kind. Whether this is an inbuilt gadget this connects them to others, a telepathic field or a 'hive mind', it means that if one is in trouble or injured, it can call for aid. Whether others are in close enough proximity to help is another matter...

Effect: Networked is a Minor or Major Good Trait. As a Minor Trait, the aliens simply sense each other, and know when one is in trouble. They don't really 'talk' to each other, but they can coordinate their actions in a low-level manner similar to that of the Autons.

As a Major Trait, they have the equivalent of the Telepathy Trait, connecting them to each other or even to a hive mind. Cybermen are more like this, they have the ability to send communications to other units. Most of the time, the range of this communication is limited and you can use the Telepathy Trait as a guideline (see pg.26).

POSSESS (SPECIAL GOOD)

This is technically the highest possible level of the Hypnosis Trait (see pg.15). Possess allows the alien to take over another person and control their actions. While in the host body, the alien can make it do or say almost anything (though they cannot make the host kill themselves, the survival instinct is too strong for even that). Possessing someone is an exhausting affair, and if the alien has a normal body that it has left behind somewhere, it will need protecting (and may die of starvation if left for too long).

Effect: Just as with the Hypnosis Trait, the target will have the opportunity to resist becoming possessed (with a Resolve and Convince or Ingenuity roll). The possessing alien receives a +4 bonus on their first roll to possess someone, but should the alien ever fail a possession roll against a particular individual, this bonus is lost in subsequent attempts against them.

The possessing alien can inhabit the body for as many hours as they have Resolve, although very powerful foes might be able to inhabit a body indefinitely (Gamemaster's discretion). If they force the host to do something that violates their nature (like attacking a friend) the victim will have a chance to resist, forcing another possession roll. If the victim can score a Fantastic Success on this roll, the possessing entity loses control.

For additional information, see 'Being Possessed' on pg.57.

SHAPESHIFT (MINOR/MAJOR/SPECIAL GOOD)

Some aliens have the ability to look like something else. This is especially useful if you're a 2 1/2 metre tall green alien with claws, or if you wish to try to mimic someone to gain information. The actual methods of 'shapeshifting' can be as complex as genetic manipulation, or a racial ability, to something as basic (and barbaric) as wearing a suit of human skin.

Effect: As a Minor Good Trait, this means that the alien can disguise itself as a fairly convincing member of a single race (usually human). Internal examination will reveal that the alien is not who or what they appear to be and there may be small inconsistencies that the sharp observer can recognise, like the plastic-like skin of an Auton Duplicate.

As a Major Good Trait, the disguise is perfect and no one can distinguish the alien's false form by physical examination alone.

As a Special Good Trait, the alien may shapeshift into multiple forms and replicate actual people, like Prisoner Zero. This costs 4 points.

SPECIAL (SPECIAL GOOD)

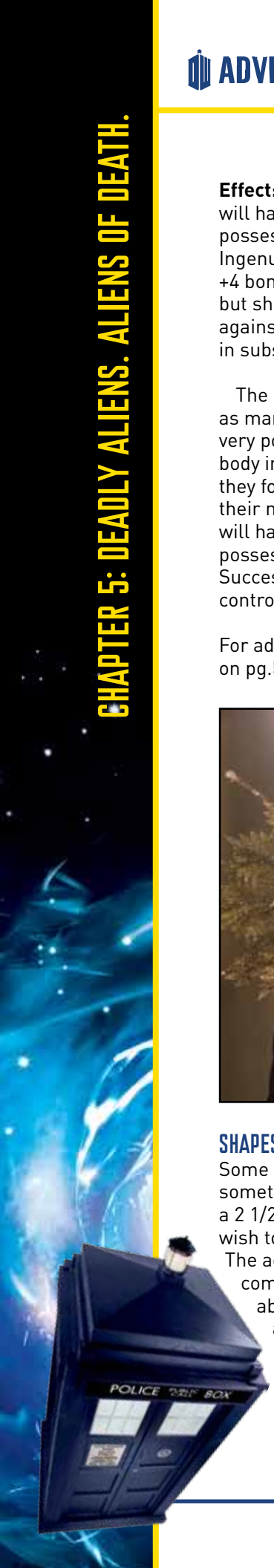
Sometimes aliens can do something remarkable and odd, something that none of the other Traits listed here covers, like the Silurians mutating tongue attack or the Weeping Angels ability to move in the blink of an eye and devour their victims future. This Trait allows the Gamemaster to go wild and create the odd and special powers that can sometimes define the race.

Effect: This is a Special Trait that costs 3 points or more. The more powerful the ability, the more the Trait costs. Using other powers as a guide, the Gamemaster can create any power they feel necessary to make a cool alien. This can be around 3-4 points for the Silurians tongue, to 7-8 points for being able to move in a blink and being able to send your victims back in time or anything in between.

TELEPORT (MAJOR GOOD)

It is rare for a creature to be able to teleport, to literally disappear from one location and appear in another. However, some aliens have developed the technology to do it. Some, particularly scarce creatures can do it without the means of gadgets or gizmos. If, like the Daleks, they can teleport with a device, then it's simply a Gadget. If they can teleport without a device, appearing wherever is necessary, like the Dream Lord, then this is an Alien Trait.

Effect: Teleport is a Major Good Trait, costing 2 points. The alien will have to make an Awareness and Resolve roll against a base Difficulty of 12, modified by the Gamemaster for familiarity and environmental factors at the target location.



A Good or better outcome results in a perfect jump with no complications. A Success leaves the alien Stunned for a D6 minus Resolve rounds until they can recover and get their bearings. Failure means the alien doesn't move. A Disastrous result teleports the alien into a solid object, which causes a single die worth of damage before their reflexes kick in and return them to their starting position.

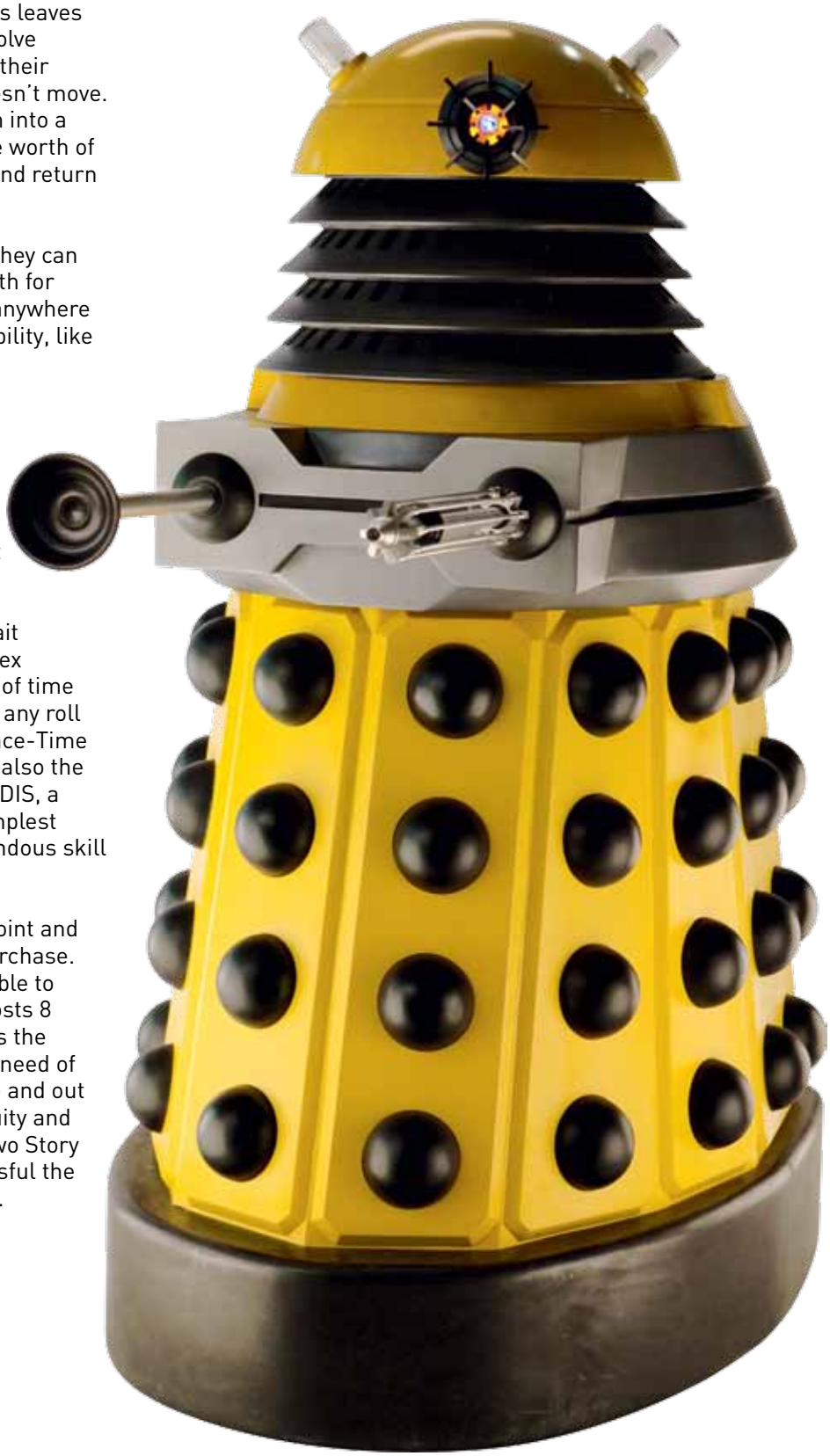
The alien can only 'jump' to places they can draw line of sight to or are familiar with for the most part, and those that can go anywhere typically have some form of psychic ability, like clairvoyance, to guide them.

VORTEX (SPECIAL GOOD)

The Space-Time Vortex is a whirling maelstrom that requires great knowledge and skill to navigate. The character is an experienced time pilot and is very familiar with Vortex travel.

Effect: A character with the Vortex Trait is experienced with time vessels, Vortex manipulation devices and the physics of time travel. As a result, they may add +2 to any roll that involves passage through the Space-Time Vortex. Characters with this Trait are also the only characters allowed to pilot a TARDIS, a machine so complex that even the simplest space-time transition requires tremendous skill and experience.

Vortex is a Special Trait, costing 1 point and requiring Gamemaster approval to purchase. An additional 'level' of Vortex is available to characters with the Alien Trait, and costs 8 points. This high level of Vortex means the character can time travel without the need of a ship or device, literally stepping into and out of the Vortex. This requires an Ingenuity and Resolve Roll and the expenditure of two Story Points for each use. The more successful the roll, the more accurate the time jump.



ALIEN FLORA AND FAUNA

The characters will visit a wide variety of alien planets in their travels and encounter a wide variety of alien plants and animals as a result.

You could write out a fully detailed character profile for these creatures, but many times this is unnecessary as most of them lack the intelligence or full physical capabilities of a sentient being and will likely only see a small bit of screen time anyway. As such, to save time and space, you can focus on the most obvious abilities that will show up in an adventure.

ATTRIBUTES

When it comes to non-sentient flora and fauna, we are only concerned with physical characteristics, as non-sentient creatures are considered to have mental characteristics of 0. When the characters try to 'influence' or control' such creatures, it is treated as a basic roll, not a resisted one, with the Difficulty determined by the Gamemaster.

Example: A Sky Shark cannot be reasoned with or controlled by ordering it about verbally. It can, however, be controlled by sonic vibrations in the ice clouds, which the Doctor does with his Sonic Screwdriver (Ingenuity + Technology) and Abigail does by singing (Presence + Craft). The Gamemaster sets the Difficulty of 'calming a huge carnivorous fish' at 15. Getting it to pull a carriage, however, is a much more Difficult task, somewhere in the neighbourhood of 24+...

SKILLS

Unlike sentient beings, most flora and fauna have very specialised skills, so just write down the specific activity you think the creature would be good at (hunting, sneaking, etc.), the skill level it has in that activity, and the damage it does if the skill is a form of attack. Try to stick with a small set that's relevant to the adventure.

SPECIAL ABILITIES

You can use any of the Traits from the book or make up something new. If a specific Trait relies on a mental Attribute (like Telekinesis), then assign one for the purposes of that Trait only. See the sidebox on the right for a Trait particular to Flora and Fauna.

SKY SHARK

The Sky Sharks that flit between the ice clouds of Sardak's World have everything in common with their Earth counterparts.

ATTRIBUTES

STR 7, COOR 3, AWA 3

SKILLS

Bite (Skill 2) 4 / **9** / 13

Hunt (Skill 6)

SPECIAL ABILITIES

Alien Senses (Sonar), Flight (Minor, within the ice fogs only)

FUNGOID

This nasty plant is found on the planet Spiridon. It squirts parasitic spores onto anything that moves within its range.

ATTRIBUTES

COOR 3, AWA 3

SKILLS

Squirt (Skill 3): The flower projects a stream of liquid about 2 metres. Unless treated, the spores delivered in this liquid cause one die of damage per hour until the victim is consumed. The body will then sprout 2 to 12 more Fungoids.

TRADE VALUE (MINOR/MAJOR/SPECIAL GOOD)

The organism has some special value as a commodity.

Effect: As a Minor Trait, the creature is a source of food, basic clothing or has some aesthetic value. As a Major Trait, this food, clothing or aesthetic value is particularly high due to unique properties, rarity or both.

As a Special Trait, the creature has some medicinal or technological value, such as blood that cures certain rare poisons or a hide that bends light around it.

MASTER CHASE GRID

ESCAPE!
ALMOST THERE!
THEY'RE EATING YOUR DUST!
MOMENTARILY GIVE THEM THE SLIP!
BREAKING AWAY!
TOO CLOSE FOR COMFORT!
THEY'RE ON YOUR TAIL!
CAPTURED!

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